SNSP-AW3P-UKV

WORMS

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

ocean

TEAM 17™

1: INTRODUCTION

Worms combines the best elements from the very best games ever created. It requires great thought, strategy and elements of sheer outrageous fortune. It provides the players with an almost infinite range of playing possibilities and we guarantee that no two games will ever be the same!

It does take a little while to get into the swing of things however, and despite everyone's insistence that you should not have to read a game manual to be able to play the game, we would recommend that you at least look over the worm control methods and how to work (and get the best out of) the weapons that are available.

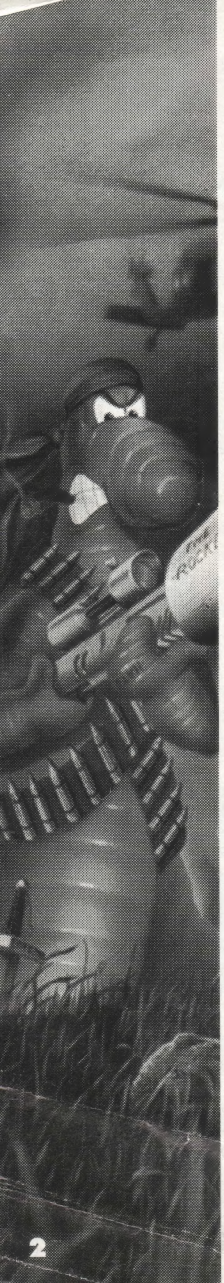
Worms can be played by 1-4 players at the same time. It's a turn-based game so you'll only need one machine - but prepare to be at odds with loved ones, get ready to shout abuse at your best friend and be willing to exact unadulterated terror on those who plot to hurt your worms.

Worms is the ideal way for a few friends to enjoy a few hours. Players can configure the game through a myriad of options and tailor the whole fashion of play. It's a game you can pick up with a few spare minutes or play for an entire weekend! It's Worms - you'll love it.

2: THE CONCEPTS OF PLAY

Think of a landscape, any landscape. Grab some platoons of little pink Worms and liberally scatter. Give them weaponry, tools and an eye for the enemy. The aim is to ensure that you are the last team standing. Take no prisoners!

Teams take it in turns to bombard the enemy with whatever weapons they feel is likely to reap the best reward. Some weapons are limited in terms of supplies and therefore strategy is required for the best results.
Tools are available to move around the landscape and to hide away, but this strategy is frowned upon in action-circles and likely to cause great offence!



Each worm has an initial energy level which is depleted through the battle, and once this hits zero the worm is removed from play. Worms are also out of the game should they fall in the water or get thrown off the left and right edges of the play area. The last team remaining wins the game.

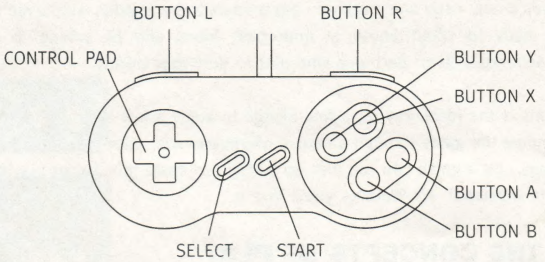
Each battle has a time period, and once this is over a period of Extra Time will be played, where all remaining Worms are reduced to 1 unit of energy, and the slightest hit will render them out of the game - a time when heavy strategy is called for!

Often weapon supplies will drop in the shape of weapon-crates. These can be collected and used accordingly. If you're really lucky, you'll find the ultimate weapon - an exploding sheep! Each Worm has a limited time in which to make its move (adjustable of course!) and can walk, jump and even teleport to pastures new. There are approximately 18 weapons and tools to use - most of them can be switched on or off, and even limited to the number given during the game via the weapons options screen.

3: LOADING

Insert the cartridge into your Super Nintendo Entertainment System™ ensuring that the power is **off**.
Switch **on** and hey presto, you are ready to play Worms.

4: CONTROLS



In Game Controls

Jump	B
Fire	A
Scroll Mode	SELECT
Weapon Panel	SELECT (when in scroll mode)
Weapon Select	A
Toggle Pause	START
Move Crosshair	Control Pad

Menu Controls

Move Highlight	Control Pad Up and Down
Select option	SELECT

5: GAMEPLAY DETAILS

ENERGY PANEL

The energy panel is visible by scrolling the screen to the top. The bar gets depleted as worms take hits. When a team wins a round a small trophy appears next to their name. The totals shown are overall team totals and not individual worm ones.

CLOCK

The clock shows you how many seconds remain in the current turn.

BOTTOM PANEL

This displays the wind direction (left or right) and the approximate strength. This should be used when firing weapons that are affected by the wind. The wind changes often. The bar below is the power indicator and is used when gauging how much power to put into certain weapons.

WEAPON CRATES

These drop from time to time and contain a variety of goodies. They can only be collected by the current worm and can also be destroyed by blasting them, which is a tactic in itself.

DIFFERENT LANDSCAPES

A number of landscapes feature in the game and there is an endless stream of gameplay possibilities.

ARCTIC - Slippery, snowbound levels with snowmen and all things icy.

FOREST - Lots of woodland cover.

MARS - Low gravity affects jumping and weapons in this weird landscape.

DESERT - Strange stone pillars and gigantic stagecoaches dominate this barren land.

SECRET - Can you find the hidden levels?

6: MENU OPTIONS

After the introduction screens have ended, the main menu will appear. Highlight an option using the **Control Pad** and press the **SELECT** Button to select. The layout of the main menu is as follows:

A Game Start

B Team entry

C Options

D Records

E Credits

A - GAME START

Begin the game with the current settings. From this menu you will go to a menu asking you what type of game you want to play.
These are:-
LEAGUE - Updates WORMS STATS after the match where the aim of the game is to be the best, reach the top of the table and stay there.
FRIENDLY - Allows a series of relatively friendly matches to be played.

After choosing the game type you will go to the **Team select** options and then onto the game itself. You must select at least 2 teams with which to play (to a maximum of 4, each having 4 worms) and when these are highlighted and chosen (indicated by an asterisk next to the team name) you are ready for battle to commence!

B - TEAM ENTRY

When you first load Worms, a selection of default teams are already present and may be selected. Edit and customise the teams by entering your own Team names and Worm names via the **TEAM ENTRY** menu. Entering a new team will only delete the data for that team if the **CLEAR** option is first activated.

To alter the number of worms in a team select the **CLEAR** option and enter one name per worm. For example: enter a name for the captain only and you will have a one worm team.

Highlight the team name and press the **SELECT** button to change the 8 character details or Worms. The first Worm is automatically made your captain. To change the details press Left or Right on the **Control Pad** to cycle through the available letters and numbers. Press the **A** or **X** button to move onto the next character or press the **B** or **Y** button to delete a character.
Press **Up** or **Down** on the **Control Pad** to store the name.
Press the **L** or **R** buttons to change between previous or next teams.
The details and records of your teams will be stored in the **WORMLIST**.
You can enter teams to be controlled by Human players **(HUMAN)** or alternatively you can select computer controlled **(CPU)** opponents by highlighting the label and pressing the **SELECT** button to toggle between the two.

You can also edit the amount of energy the Worms have from as low as 75 up to 150. To do this highlight **NORMAL** and press the **SELECT** Button to toggle between **NORMAL**, **LOW** and **HIGH** settings. The more energy they have the longer the game, and the more damage they can sustain.
Select **EXIT** when you are finished. Name changes are automatically stored and updated into the Worm List.

C - OPTIONS

This allows you to tailor the specific set-up of the game to your own requirements. Whenever you change the options they are automatically stored and used the next time you play.

GAME OPTIONS

WORM PLACING - (Entirely random or in groups of teams Default = random)
This governs whether your Worms are placed at random across the landscape, or in groups of teams. The default is random placing.

MOVE TIME - (10 seconds - Unlimited time. Default = 30 seconds)
The shorter the move time, the tougher the game and the quicker you must think. When first playing the game and exploring the weapons, unlimited time is recommended. As soon as you become experienced, switch back to a timed game as it's much more fun and the pressure really piles on. The default is 30 seconds per move as this reduces the wait in between turns, and is a tried and tested time period.

ROUND TIME - (5 minutes - Unlimited time. Default = 15 minutes)
Unlimited time means that it's an all out fight to the finish with no extra time! If a round time expires extra time is activated.

ROUNDS REQUIRED TO WIN - (1 or 2. Default = 2)
Basically this is how many rounds you must win in order to win the match. If there are a lot of you, or you do not have much time to spare, setting the level to 1 is perhaps a good option. It also means serious business and the realisation that one mistake could cost you the whole match! Playing over 2 rounds with 4 players could take upwards of an hour, depending on the strategy employed by the competitors. Please bear this in mind if you only have twenty minutes to spare. Also remember that this game is far too enjoyable and there is a distinct possibility that 3 or 4 hours later you will find yourselves uttering the immortal words, "just one more match, eh?" Take heed of this warning.

WEAPON OPTIONS

You can configure the availability and number of the available weapons in order to craft the style and content of the game.
By changing the initial availability of weapons and restricting the use of certain tools, you can seriously affect the strategies that will be adopted during the game.

If a weapon is **OFF/--** then it is unusable.
If a weapon is **ON/(infinite sign)** then it is infinitely usable.

Extra weapons are also dropped in the weapon-crates during play.
These are as follows:
Airstrike, Teleport, Cluster Bomb, Dynamite, Minigun, Banana Bomb and Sheep.

Combating negative or "dark side" play

Some people, even some of our people, elect to play the game with what has become known as "the dark side" methods. Usually this involves heavy digging and hiding away, teleporting to far reaches. If you find that this becomes too much for you, you can tailor the game to ensure that people cannot use such tactic. Therefore, as an antidote to tiresome tactics (as employed by dull people) you could set up the weapons as follows:

Bazooka	ON	Dynamite	x01
Grenade	ON	Airstrike	x01
Cluster bombs	Infinite	Teleport	OFF
Shotgun	ON	Blowtorch	ON
Uzi	ON	Drill	ON
Fire punch	ON	Kamikaze	ON
Dragon ball	ON		

Of course, you will soon find what balance of weapons suits your groups play best. Do experiment and tinker with the balance of the game, but the defaults we set up are what we consider to be very reasonable for getting the best out of the game - as long as the spirit of action and derring-do remain!

D - RECORDS

View Wormlist Reviews the current Wormlist
Clear Stats Clear current worm statistics

The Game Stats appear at the end of a match. They are concerned with which team won, which Worm stood out against the rest, which Worm played embarrassingly badly - that kind of thing. Whilst most abbreviations are painfully obvious to anyone, here's a few quick explanations just to make things clear.

On the first Stat screen each Team's success is measured in the following way:

PD shows how many matches have been played; **WN** shows how many matches have been won; **LT** show how many matches have been lost; **FOR** show how many points the team has; **AGN** is how many points have been scored against the team and **DIF** shows the difference between **FOR** and **AGN**.

One point is awarded for every Worm you eliminate whilst one point is deducted every time one of your Worms sadly expires.

On the second Stat screen the following abbreviations are used:

MV is how many moves each team has performed in the match; **AVG** is the percentage average of the total damage done when weighed against

the total possible damage; **PER** shows how many Perfect hits have been inflicted on other Worms; **FOR** is again how many points the team has scored; **AGN** is how many points have been scored against the team and **DIF** is the difference between **FOR** and **AGN**.

E - CREDITS

This is a brief page crediting the people who had all sorts of "fun" bringing Worms to you. Without them, untold amounts of coffee, popular soft-drinks and pizza, Worms would not be here today. Thanks are also due to their families who didn't see an awful lot of them for a number of months.

7: CONTROLLING YOUR WORM

BASIC MOVEMENT CONTROLS

You move your worm around by using the **Control Pad**. Left makes your worm walk to the left, right makes your worm walk to the right. If he is blocked then he will stop. If he falls from a cliff, then he will most likely get hurt and your go will be over.

You may make your worm jump by pressing button **B** on the control pad. Be careful when doing this as you can jump too far, and if you hurt yourself your turn will be over.

AIMING YOUR WEAPON

At the start of the game, a worm carries a bazooka. You will see a small cross hair when the worm is still. This is the basis for aiming shots. Move the cross hair up and down with the **Control Pad**. You must use your skill and judgment to predict the trajectory and fall of the weapon you are using. For details on all the weapons and the specifics about each one and any control implications, consult section 8, Weapons Available.

SELECTING A WEAPON

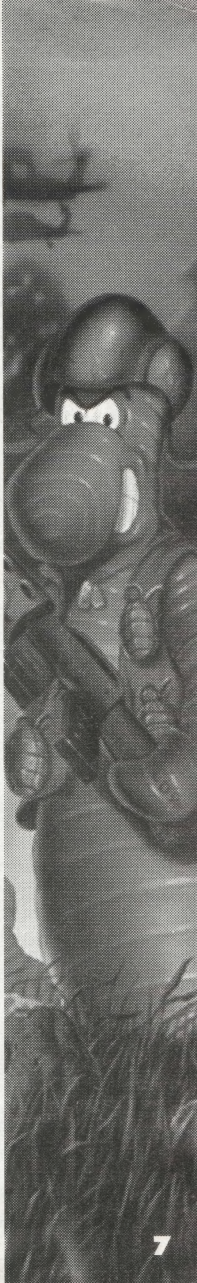
The weapon selection bar is brought up by pressing button **SELECT** on the control pad while you are in scroll mode, or by pressing button **SELECT** twice if you are not in scroll mode.

THE ICONS

The weapon selection bar stays on screen until a weapon has been selected. The cursor can be moved over any of the icons by using the **Control Pad**. Pressing button **SELECT** will cycle between the two weapon panels and button **A** will select the weapon. While you are selecting a weapon the move timer and round timer halt.

USING A WEAPON

Weapons fall into several groups and share a common control method. For full details on the actual weapons themselves, the damage they can do and strategies for their use see **section 8**.



8: WEAPONS AVAILABLE

BAZOOKA

Affected by the wind and gravity. Can cause up to 50pts damage if a direct hit. Causes devastation to the landscape. Large blast wave. Inadvisable to use from close range. Standard weaponry that any self respecting Worms player should be able to use if they wish to be successful. A clever tactic is to use the wind and fire the missile backwards. By default the weapon is unlimited, and if you are in clear sight of the enemy worm then you are in danger of receiving attention from a bazooka missile. Useful for blowing worms clean off the edge of the screen.

GRENADE

Like the bazooka, this is standard issue. Grenades remain strangely unaffected by wind, but are harder to pinpoint the damage due to the nature of them bouncing and rolling around. Effective use of this weapon is extremely important in order for you to succeed. Similar in nature to both Cluster Bomb and the fabled Banana Bomb. Can cause a maximum of 50pt damage if the grenade explodes very near to the victim.

CLUSTER BOMB

Essentially this is very similar to a grenade but differs in that it shatters into 5 smaller warheads on explosion, with each smaller bomb being able to render 30pts damage. The default allocation is 5 of these bombs, and they are very useful if used strategically. Cluster bombs are available from weapon-crates, although it has to be said that they are not the most prized of finds in terms of weapon value. Unaffected by wind.

SHOTGUN

The only weapon that allows you to have two goes. In fact all that you have to do is use both barrels. The shotgun does not use a trajectory but fires in a straight line. Aim using **Up** and **Down** on the **Control Pad**.
A direct hit from a shotgun can take 25pts damage, but more often than not it is used to "pick off" lame or precariously placed worms. In "Extra Time" this weapon can be the turning point of a whole match. Accuracy with the shotgun is a prerequisite of all good Worms players. The shotgun is also very popular in its use to finish off a particular round, the sound being rather satisfying. Unaffected by wind and gravity.
By forfeiting one shot of the shotgun you can jump from any height and end your go by firing off the last remaining shot.

UZI

This high powered little beast is able to scatter a fine spread of bullets in the direction of your choice. Usually used in "punishment" and revenge attacks, Uzi is the ideal way to "pay back" the opposition. Not a widely

used weapon, but very effective rendering up to 5pts damage per hit. Unaffected by wind and gravity.

FIRE PUNCH

This move always knocks 30pts from the victim, but is more commonly used to "kick" (although it is a punch) worms off screen or into the water. Some cunning uses of the move are seen due to the "cutting power" it has - it will allow the worm to cut through the landscape and make contact with worms seemingly out of range. It can also be used to collect weapon-crates that the worm could not otherwise get hold of. The punch always knocks the worm up and away from the player so that it is possible to lift another worm up and over an object.

DRAGON BALL

This is a move very similar to the "Fire Punch" but without the cutting action. The worm throws out a small bolt of energy at the victim which causes 30pts damage and sends them reeling horizontally and slightly upwards. It's a method of knocking worms off edges and either into water or off the screen entirely.

DYNAMITE

Dynamite can blow up to 75 pts damage from a worms tally and is very effective in throwing worms skyward and all over the level. It blows huge holes in the landscape and causes widespread calamity. On releasing the dynamite, you have 5 seconds to get far enough away to avoid the large blastwave. A wonderful warm feeling spreads over you when dropping a stick of dynamite over a group of hapless worms. Responsible for the very best "shot of the match" awards. Hugely satisfying, problem is that the default setting only gives you one... but dynamite can be found in the weapon-crates. Do not forget that dynamite will fall if dropped from a cliff. This is a very cool weapon with lots of sneaky uses. Watch out for worms digging with the drill, pop by and drop dynamite into their holes!

AIRSTRIKE

This very useful weapon calls in a five-bomb airstrike to an area that you request. This can be particularly effective on bridges and flat areas causing a maximum of 30pts damage per cluster. You do only get one, but this move can be devastating if a cluster of weak worms are congregated around a common area. Extra airstrikes can be gained from weapon-crates.

TELEPORT

Teleport is a useful move which, if played correctly, can massively effect the course of a match. Teleporting to a weapon-crate is a popular strategy and so is getting out of a potentially disastrous start position. Dark-side players favour using their teleports to transfer their favourite worms to a very safe

and boring position. The default number of teleports is two, but extra ones can be collected from weapon-crates.

BLOWTORCH

This weapon allows your worm to dig across the landscape in either direction. It permits you to get through otherwise impenetrable areas and objects, hide your worm away or do a sneaky hit move. Blowtorching an enemy always results in 15pts damage per hit. Being blowtorched for the final match winning move is the tactic of a twisted mind! Frowned upon in the action fraternity, blowtorch is an instrument of the dark-side's nefarious toolbox, and one to be watched. See the section on combating dark-side tactics for further details. We trust you, we left it always available. Resist the lure and temptation of the dark-side.

DRILL

This tool allows you to dig vertically down and make your way to safer places. Simply digging out of the way may not be a smart move, as some wise character may just slip a stick of dynamite down your hole... be careful! Hitting anyone with your drill causes 15pts damage per hit, and if you can win the game by using the drill, you will cause much humiliation.

KAMIKAZE

Some may question the politics and motives of a move that ends the game for the worm carrying out the manoeuvre, but kamikaze comes into its own at late stages in the game where all is seemingly lost. Kamikaze sends the worm flying towards the enemy at great speed. He will cut through the landscape for half a second and then explode on the next thing he comes into contact with, or will simply fly off the edge of the screen to his doom. All worms encountered receive up to 30pts damage, and are flung into the air. The possibilities from kamikaze are numerous, and six and seven attack shots have been recorded. Always a popular move with watching crowds. It is the ultimate sacrifice, so please ensure that the end justifies the means.

SKIP GO

If you are in a tight corner and do not want to actually perform a move you can skip your turn.

SURRENDER

We are not sure what this one does, I mean, we never use it...

SHEEP

This legendary weapon is top secret and hence only available in limited quantities via a weapon-crate. Your furry friend runs unselfishly toward the stricken enemy worm and will detonate at your command causing up

to 75pts of woolly damage. Despite pleas from the Liberate Sheep committee, the weapon has remained a firm favourite amongst anti-dark-side players who enjoy sending a sheep down someone's neatly blow-torched tunnel. With the effectiveness of dynamite and the dexterity that only a four legged fluffy white mammal can muster, the sheep is a priceless tool. Use it wisely.

BANANA BOMB

These lethal, devastating weapons are only found in weapon-crates. They are used like a cluster bomb and cause widespread destruction on impact. Each banana that is projected into the air can cause a massive 75pts damage (because the bananas are extremely tightly packed into the shell casing) and they can usually be relied upon to wipe out entire teams in one go. Impressive stuff! Unaffected by wind.

MINIGUN

This huge, massively powerful machine gun is only to be found in weapon-crates. It acts in a very similar way to the Uzi but is far more devastating with a respectable maximum of 10pts damage being the result. Unaffected by wind and gravity. Popular with Worms who manage to get their slippery hands on them. It remains infinite for the remainder of the round once collected.

PROD

The legendary prod is a hidden move that must be discovered. Prod does not actually harm the worms at all. The benefits are that you can just push a worm off a cliff to its early demise. The results from the prod can be devastating especially in terms of humiliation for the other player.

9: ABOUT THE AUTHOR(S)

Andy Davidson is a very mad young man. Worms represents more or less a culmination of four years design. His brief was to create a game that urged you to play it, one that you could keep playing and never tire of. Stories of his concrete donkey and the gifts laid upon it are almost
legendary, and his infectious enthusiasm comes across very strongly in the game. Games should be fun and very playable, not to mention social. Worms achieves this and much more.
All he wanted was to have a game published. He has achieved this - and how!

Francis Lillie is a very tired young man. Many long months of coffee drinking helped create the Super Nintendo version of Worms, from the computer version by Andy Davidson. His bad language and attitude problem are almost as legendary as his ability to put away stacks of junk food. He believes that games should be fun for the programmer as well.
All he wanted was an easy life. Worms ruined this - and how!

10: ABOUT TEAM 17

Team 17 is a software development company that believes in gameplay. Great visuals are one thing, but the thing has to play well, feel right... you as a player know this. Worms is not our first game and certainly will not be our last. Look out for more exciting, playable Team 17 products in the near future.

Worms. Copyright © 1996 Team 17 Software Ltd.
Marketed and distributed by Ocean Software Ltd.

11: CREDITS

Design and original concept	Andy Davidson
Programming	Francis Lillie
Additional programming	Gavin Harwood
	Kevin Kirk
Graphics	Roy Stewart
All Music and SFX	Alistair Brimble &
	Bjorn Lynne
Creative Director	Martyn Brown
Team 17 Producers	Martin O'Donnell
	Paul Kilburn
Production Assistance for	
Ocean Software	Lee Edmonson
Ocean Software Quality Assurance	Ocean Q.A.
	Richard Brooks (lead tester),
	Ryan Wooldridge, Mike Taylor.

OCEAN EUROPE LTD.

DISTRIBUTED BY:
OCEAN EUROPE LIMITED
2 CASTLE STREET
CASTLEFIELD
MANCHESTER
M3 4LZ
ENGLAND

Worms © 1996 Team 17 Software Ltd.
Marketed and Distributed by Ocean Europe Ltd.

PRINTED IN JAPAN